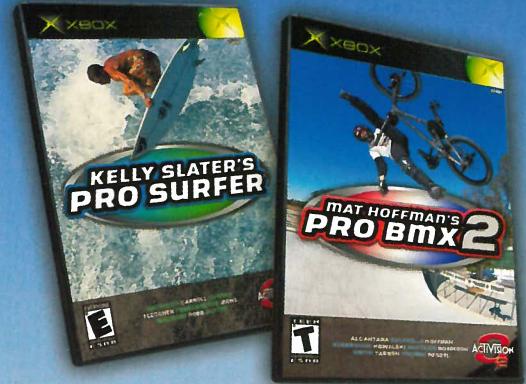


*Coming  
Soon*

## SHAUN MURRAY'S PRO WAKEBOARDER™



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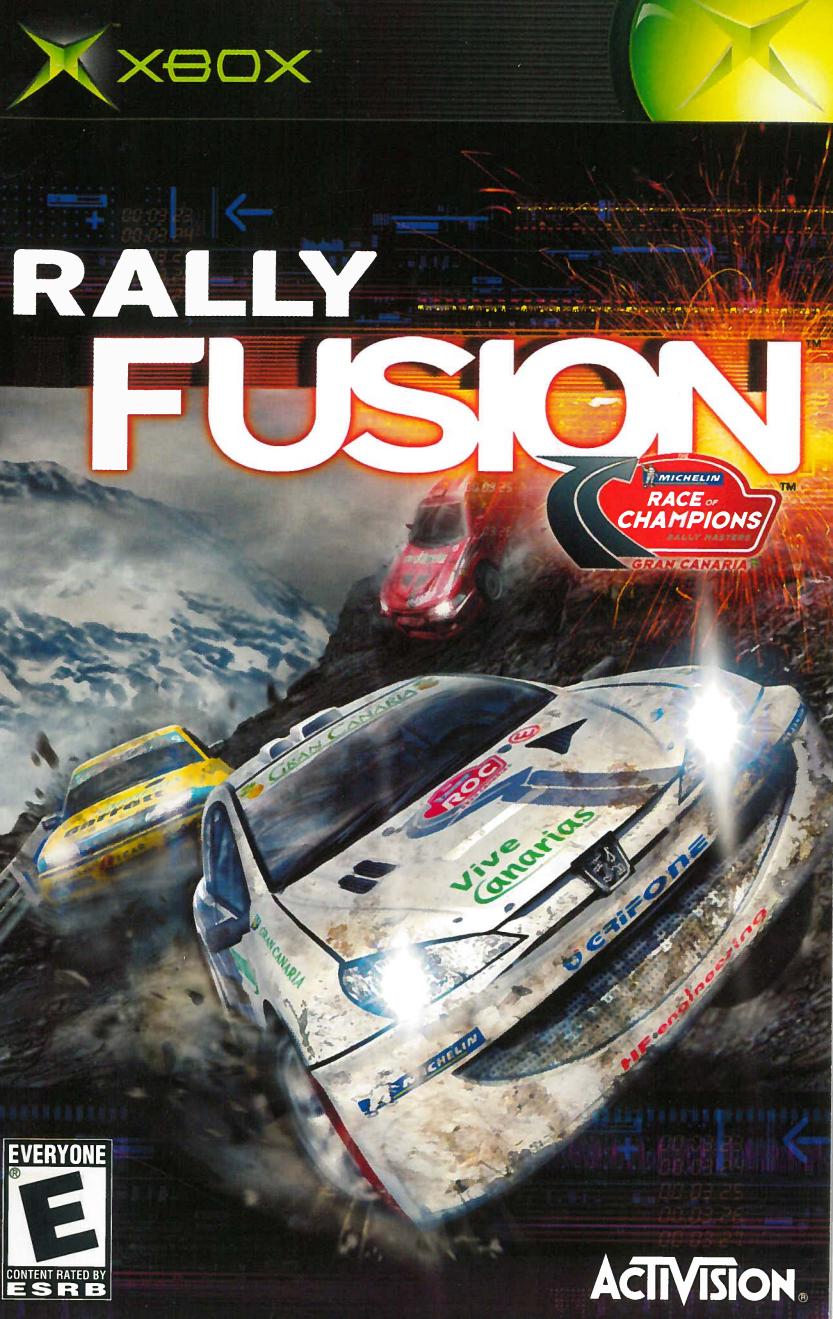
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## About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these “photosensitive epileptic seizures” while watching video games.

These seizures may have a variety of symptoms including: lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by:

- sitting farther from the television screen,
- using a smaller television screen,
- playing in a well-lit room, and
- not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

## Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may “burn in” to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner’s manual to determine if video games can be safely played on your set. If you are unable to find this information in the owner’s manual, contact your television dealer or the manufacturer to determine if video games can be played on your set.

## Other Important Health and Safety Information

The Xbox Instruction Manual contains important safety and health information that you should read and understand before using this software.

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# Foreword

## WHO IS THE FASTEST AND BRAVEST OF THEM ALL?

The innumerable disciplines of motorsport make it difficult, if not impossible, for even the most passionate and savvy fan to determine. What if they all raced head-to-head, on one track and with the same equipment? There could be no dispute or excuses.

## A BATTLE BETWEEN RIDERS, DRIVERS AND NATIONS.

Created by IMP (International Media Productions) partners Michèle Mouton and Fredrik Johnson in 1998, The Race of Champions™ was originally grounded in rally racing. The ROC Rally Masters competition was an immediate success, as it provided rally drivers the chance to duel side-by-side on the first ever parallel track in fast and fierce elimination rounds and in front of thousands of cheering fans.

While the Rally Masters remains the format for the ROC Championship final, the ROC weekend now includes the "Nations Cup" an entirely new concept in racing. Quickly becoming the pinnacle of motorsport, The Nations Cup allows countries to send their best motorcycle, off-road and circuit drivers to compete head-to-head in some of the most sophisticated off-road cars ever made.

Overall points decide the Nations Cup, and the fastest drivers from this contest will go on to compete for the individual ROC Championship.

## THE ONLY EVENT TO PUT THE WORLD'S BEST AUTO AND MOTORCYCLE RACERS INTO IDENTICAL CARS ON AN IDENTICAL CIRCUIT.

Not surprisingly, The Race of Champions is considered, by competitors and fans alike, to be a true "Masters of Motorsport" event. It provides the sole opportunity for racing's elite to put their raw talents on the line for their countries and for themselves.

Fredrik Johnson

President  
International Media Productions.

# Controls

## Menu Navigation

- **Select Menu Option** Left thumbstick or Directional Pad
- **Accept Menu Selection** A button
- **Cancel Menu Selection** BACK or B button

## In-Game Controls

This is the default controller configuration. You can change the controller configurations from the **Gameplay Settings** option under the **Player Profile** screen.

• <b>Steer</b>	Left thumbstick or Directional pad		
• <b>Accelerate</b>	Right Trigger	• <b>Shift Up</b>	Y button
• <b>Shift Down</b>	X button	• <b>Brake</b>	Left Trigger
• <b>Handbrake</b>	A button	• <b>Change Camera View</b>	White button
• <b>Rear View</b>	Black button	• <b>Reverse</b>	B button
• <b>Respot</b>	BACK button	• <b>Pause</b>	START button

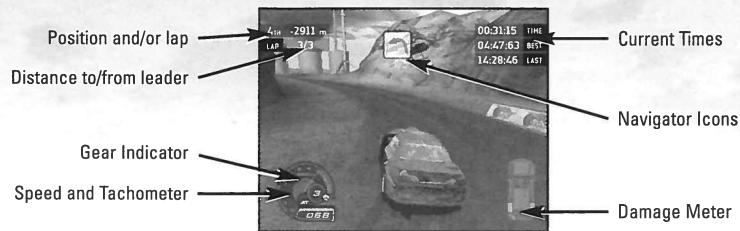
**Note:** *Rally Fusion™: Race of Champions™* supports the Thrustmasters 360 Modena Racing Wheel.

*Rally Fusion™: Race of Champions™* uses an auto-load and auto-save feature.

## Warning:

- It is advised that you do not insert or remove accessories once the power is turned on.

## Game Screen



## Pause Menu



- Return To Race Takes you back into the current game.
- Options Here you can turn the Name Icons On/Off, adjust the volume of the Co-Driver Speech and Sound FX, change the Controller Configuration and turn Vibration On/Off
- Quit Quit the current race and return to the MAIN menu.

## Game Modes

### Race of Champions Mode

Race of Champions mode allows players to enter the annual Race of Champions event held in Gran Canaria. Within this mode, players can work alone or join forces in a team to try to win one of two competitions:

- Race of Champions
- Nations Cup

The Race of Champions is a single player event, whilst the Nations Cup allows a team of up to three human players to join forces.

### Race of Champions

If the player chooses to enter the Race of Champions, they will have the opportunity to race it at three levels of difficulty:

- Class C
- Class B
- Class A

Each level of difficulty features its own variation on the Gran Canaria circuit, its own selection of AI drivers and its own selection of eligible cars.

### Progression in Race of Champions

When the player first begins playing the Race of Champions event, the only difficulty setting available will be Class C. Winning the Class C Race of Champions will unlock the Class B version. Winning that will unlock the Class A version.

### Nations Cup

The Nations Cup is a competition that can be entered by a team of between 2-3 players. In this mode, eight teams participate in a knockout competition, with drivers from each team taking turns between heats.

If the players choose to enter the Nations Cup, they will have the opportunity to race it at three levels of difficulty:

- Class C
- Class B
- Class A

Each level of difficulty features its own variation on the Gran Canaria circuit as well as its own selection of eligible cars. However the same teams of drivers are competing across the three difficulty levels.

### Progression in Nations Cup

At first, only the Class C version of the Nations Cup will be available. Winning that will unlock the Class B version and winning that will unlock the Class A version.

## Custom Championship

This gives players the ability to setup their own championships for use in single or multiplayer. Three different championship types are available

- Rally
- Rally Cross
- Circuit

Players can select the number of races in the championship, as well as the tracks themselves and the cars used.

## ROC Challenge Mode

In this mode of play, the player begins with a small selection of vehicles at an entry level of competition. Through repeated races, the player will win trophies, earn better vehicles and reach higher levels of competition.

Upon selecting ROC CHALLENGE players will be prompted to either start a new game or continue an existing one. ROC Challenge can only be played provided the player creates a player profile that is saved onto the Hard Drive. The player profile records the player's progress throughout ROC Challenge, as well as recording a range of data across all the tracks and event types.

**Note:** See also the section on Player Profile on page 19.



The world map screen is the hub for the entire ROC Challenge. From this single screen the player can carry out a number of tasks. They include:

- Enter a challenge
- Configure your options
- See the Records
- See your Trophies
- Exit to Main Menu

## Challenge Types

ROC Challenge features a range of challenges that are unlocked over time in accordance with the player's success. The following list details all of the different types of challenges that players will participate in:

### Duel Challenge

A Head to Head challenge is a race between two drivers in identical cars around the Gran Canaria course.

### Rally Challenge

Rally Challenge features a single car driving through a rally course in an attempt to record the fastest time.

### Circuit Challenge

Circuit Challenge features four drivers racing around a circuit for a number of laps, each trying to finish first and beat their opponents.

### Rally Cross Challenge

Rally Cross Challenge features three drivers racing through a rally course in an attempt to finish first and beat their opponents.

### Driving Challenge

The Driving Challenge pits drivers against the clock in an attempt to record the best time around an automotive obstacle course filled with challenges.

**Note:** See also the section of Driving Tips in Driving Challenge on page 20 of this manual.

### Hill Climb Challenge

Hill Climb Challenge features a single car traversing a dangerous mountain road in an attempt to record the fastest time - without falling from the mountain.

### Elimination Challenge

A four-driver knockout challenge that takes place on circuit stages. At each lap around the course the last placed driver is eliminated, continuing until it's a two-car sprint to the finish line and to victory.

### Follow the Leader Challenge

In this mode, each participating driver has a "health bar" that depletes whenever that driver is not in the lead. When this bar is exhausted the driver is eliminated from the race. It's a constant fight for first place and survival with this mode.



## Race of Champions

The annual knockout tournament held in Gran Canaria. Racing in identical cars, this championship is a true test of driver skill, as each competitor must beat their opponents over three heats of head to head racing in order to win the title.

## Progression in ROC Challenge Mode

ROC Challenge consists of three levels of difficulty: Class C, Class B and Class A. In order to progress to the next level of difficulty, players must win a range of events as well as participate in the final Race of Champions Championship. Hone your skills through these challenges in your quest to become the Race of Champions champion.

## Trophy List

During the course of ROC Challenge, the player will win a large and varied number of trophies. These trophies are mostly awarded on winning a challenge, whilst a few are awarded under special circumstances only.

### Special Trophies

In addition to trophies you get when winning a challenge, there are six more trophies that players can win. These trophies are only awarded under special circumstances:

#### Wrecker Trophy

This trophy is awarded only once and is given when the player completely wrecks a car for the very first time, through the vigorous challenges of *Rally Fusion™: Race of Champions™*.

#### Veteran Trophy

This trophy is awarded only once and is given when the player has driven over a certain mileage during ROC Challenge.

#### King Of The Hill Trophy

This trophy is awarded only once and is given when the player has won all of the hill climb challenges in ROC Challenge.

#### Technical Excellence Trophy

This trophy is awarded only once and is given when the player has won all of the driving challenges in ROC Challenge.

#### Champion of Champions Trophy

This trophy is awarded only once and is given when the player has won all of the Race of Champions Championships in ROC Challenge.

#### No Claims Bonus Trophy

This trophy is awarded only once and is given when the player reaches a certain mileage with any of their cars. Bear in mind that the mileage on a car is reset to zero when that car is wrecked. Don't forget that while it's fun to watch your car fall apart, you will only succeed in *Rally Fusion™: Race of Champions™* by not wrecking your car.

## Quick Race



Depending on the number of players selected plus your progression in ROC Challenge Mode, the following Quick Race modes will be available in varying form.

**Note:** As well as in ROC Challenge mode, the players have the option to define their own profiles upon entering Quick Race. See also the section on Player Profiles on page 19.

### Race of Champions

The annual knockout tournament held in Gran Canaria. Racing in identical cars, this championship is a true test of driver skill, as each competitor must beat their opponents over three heats of head to head racing in order to win the title.

### Rally

Rally Challenge features a single car driving through a rally course in an attempt to record the fastest time.

### Rally Cross

Rally Cross Challenge features three drivers racing through a rally course in an attempt to finish first and beat their opponents.

### Circuit

Circuit Challenge features four drivers racing on a circuit track in an attempt to finish first and beat their opponents.

### Time Trial

Time Trial features a single car driving on any of the circuit or rally tracks. The aim is to set the fastest time.

### Hill Climb

Hill Climb features a single car traversing a dangerous mountain road in an attempt to record the fastest time - without falling from the mountain.

### Extreme Hill Climb Mode

This event is the combination of a Hill Climb track combined with the bumper to bumper race format of Rally Cross. Now a full field of cars must race up the treacherous course, with those who fall off being eliminated from the race. First across the line (or furthest race distance travelled) wins.

## Checkpoint Mode

In Checkpoint Mode, a timer is introduced at each of the course's checkpoints. It's old fashioned arcade style gameplay as the player races across the course, trying to beat the clock.

## Elimination Mode

A four-driver knockout challenge that takes place on circuit stages. At each lap around the course the last placed driver is eliminated, continuing until it's a two-car sprint to the finish line and to victory.

## Follow The Leader Mode

In this mode, each participating driver has a "health bar" that depletes whenever that driver is not in the lead. When this bar is exhausted the driver is eliminated from the race. It's a constant fight for first place and survival with this mode.

## Driving Challenge

The Driving Challenge pits drivers against the clock in an attempt to record the best time around an automotive obstacle course filled with challenges.

## Relay Mode

A one on one race in which the drivers use different cars for each lap of the race. Both drivers pick a car each, the two chosen being given to each player. For the first lap each driver uses their chosen car. On crossing the finish line, each driver must stop as quickly as possible before control is transferred to the car chosen by their opponent.

## World Tour Mode

World Tour Mode is a long distance endurance challenge in which players have to beat the clock across six different track locations, whilst also ensuring that their car makes it to the finish line.

The idea behind this mode is that a continuous clock is kept through all six courses. Car damage now plays a crucial role because inflicting too much damage early on will mean that the car will not be quick enough in the latter stages.

## World Tour Extreme Mode

World Tour Extreme Mode is the same as World Tour Mode but with one significant difference. This time, the player is racing against other cars. In this variation, the game rules are changed somewhat. This mode gives the drivers points based on how they place in each race. The winner is the one who finishes with the highest point total. Car damage still accumulates over the courses, meaning the player has to be very careful with their car, especially in the earlier stages.

## Cars



### Class C:

This level of difficulty consists of a range of smaller cars, including both classic rally cars and more up to date kit cars, as seen in the Race of Champions event.

- Ford Escort Mk 1
- Opel Kadett
- Formule France
- ROC Buggy
- Toyota Rav 4



### Class B:

This level of difficulty consists primarily of cars as seen in the Race of Champions event that have featured throughout the history of rally championship racing.

- Ford Escort RS Cosworth
- Peugeot 206
- Lancia Delta Integrale
- Peugeot 306
- Mitsubishi Lancer Evo
- Toyota Celica GT4
- Seat Cordoba
- Toyota Corolla



## Class A:

This level of difficulty consists mostly of cars as seen in the Race of Champions event that are no longer eligible for the major rally championships. This is mostly down to the fact that these cars have so much power that most of them were banned.

- Audi Quattro S1
- Lancia 037
- Opel Manta
- Peugeot 205 T16
- Saab 93 Turbo 4x4
- Lancia Stratos

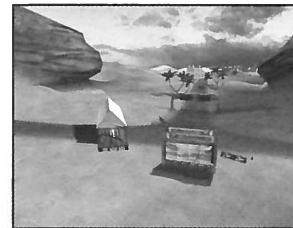
## Environments

### Gran Canaria



Gran Canaria is a parallel track which sets two cars against each other in a thrilling head-to-head race.

### Desert Heat



Desert Heat is a high speed rally course that runs through the blistering heat of a dry, hot landscape.

### Arctica



Arctica is a treacherous course that leads the cars through some of the most hostile environments known to humanity.

## Inca



Inca is a wet course set in a tropical rainforest. Consisting almost entirely of muddy trails, this course is very slippery.

## Oceana



Oceana is situated on a beautiful tropical Island, formed from volcanic rock.

## Canyon Fire



Canyon Fire is a high speed circuit that runs through a dramatic canyon environment.

## Alpine Climb



One of the most dangerous courses, Alpine Climb is situated within the mountains of a popular ski resort.

## Metro



Metro is set inside a huge park in the middle of a city.

## Motordome



Motordome is a unique track set in a gigantic stadium with thousands of spectators cheering you on.

# Drivers

Drivers in the relevant classes below have all participated in the annual Race of Champions event.

## Class C:

This level of drivers consists mainly of people for whom rally driving is not their chosen form of motor racing. The people listed below consist of motorcycle riders, racing car drivers and some drivers with rally experience.

- Emanuele Pirro
- Frank Biela
- Harri Toivonen
- J. J. Lehto
- Jeremy McWilliams
- Kari Tianen
- Katja Poensgen
- Luca Cadalora
- Ralf Waldman
- Robby Gordon
- Ruben Xaus
- Tom Kristensen
- Troy Bayliss
- Yannick Dalmas

## Class B:

This level of difficulty consists of skilled rally drivers who have spent several years in a rally car.

- Andrea Aghini
- Bruno Thiry
- Dario Cerrato
- Flavio Alonso
- Francois Duval
- Gabriel Pozzo
- Jesus Puras
- Kenjiro Shinozuka
- Luis Monzon
- Marc Duez
- Neal Bates
- Per Eklund
- Rhys Millen
- Rod Millen
- Rui Maderia
- Yoshio Fujimoto

## Class A:

This level of difficulty consists of what are considered to be some of the finest rally drivers to have ever competed in rally sport.

- Bjorn Waldegard
- Didier Auriol
- Gilles Panizzi
- Hannu Mikkola
- Harri Rovanpera
- Marcus Gronholm
- Michele Mouton
- Miki Biasion
- Stig Blomqvist
- Timo Salonen
- Walter Rohrl

# Player Profile Screen



From the player profile screen players will be able to set up their own game play preferences. That includes selecting their co-driver, camera position and controller type. Additionally the player can set the controller vibration on/off.

The options for the Player Profile Screen are:

- Load an existing profile
- Create a new profile
- Delete an existing profile



When the player has created a Player Profile, the player can then change the following gameplay settings:

- Change co-driver
- Change the race camera
- Switch vibration on or off
- Change controller layout

## Options



When the options screen is accessed the following headings will be available for selection.

The options for the Options Screen are:

- Accept current settings
- Set co-driver volume
- Set sound effects volume
- Set music volume
- Toggle Auto-Save feature
- Save options
- Adjust screen centering
- See Credits

## Driving Tips in Driving Challenge

There are a number of different challenges the player faces during Driving Challenge.

**Forward and Reverse Slalom.** To complete this the player must drive their car forwards or backwards through each of the designated slalom gates. Players should avoid hitting the red penalty flags that are positioned on either side of each slalom gate. When completing a reverse slalom, players should use the look back button to see where they are going.

**Forward and Reverse Park.** To complete this the player must drive their car forwards or backwards into the designated parking area marked with red penalty flags. Once safely inside, the player must remain in the parking area for 2 seconds before the challenge is completed.

**Forward and Reverse Truck Load.** This is the same as the parking challenges. However, things are made slightly more difficult by the fact that the parking area is situated on the trailer of a truck.

**360 and 720 Spin.** To complete this the player must drive onto the designated platform and perform the required spin. This can be done by holding down the accelerator and brake to rev the engine, then release the brake while keeping the wheels turned and the car will start to spin on the spot.

**Throughout each of the Driving Challenges the player will find red penalty flags and green bonus flags.** Hitting a red flag will add a 4 second penalty to the player's total time, whilst a green flag deducts 2 seconds from the player's total time. These time bonuses and penalties are accumulated during the player's run and are applied after they cross the finish line. The best players will be able to complete the driving challenges without hitting any red penalty flags.

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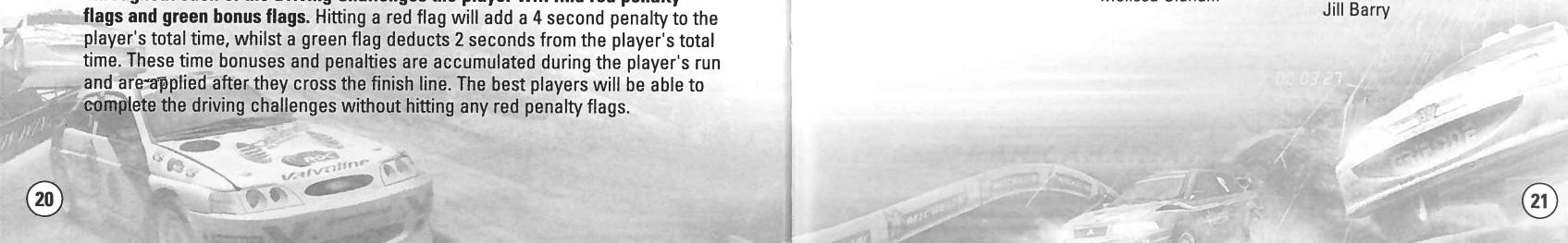
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Music Publishing.

### "Pretenders"

Written by Bessant/  
Greensmith/House/Stringer  
Published by Sony/ATV  
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### "I Do Not Know

What They Will Do"  
Written by Bessant/  
Greensmith/House/Stringer  
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Music Publishing.

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**Simon Kay**

**Charlotte Menard**

Thank you to all the drivers  
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participated in the Race of  
Champions event who are in  
the game.

### Drivers

Emanuele Pirro, Frank Biela,  
Harri Toivonen, J. J. Lehto,  
Jeremy McWilliams,  
Kari Tianen, Katja Poensgen,  
Luca Cadalora, Ralf Waldman,  
Robby Gordon, Ruben Xaus,  
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## Manufacturers and Teams

### PEUGEOT CARS:

PEUGEOT SPORT  
PEUGEOT PORTUGAL, GRIFONE

### TOYOTA CARS:

TOYOTA MOTORSPORTGRIFONE  
TOYOTA CANARIAS

### AUDI CARS:

AUDI SPORT

### FIAT-LANCIA CARS:

FIAT Spa, JOLLY CLUB

### SAAB CARS:

SAAB AUTO US  
PER EKLUND TEAM

### ROC CARS:

FAST & SPEED

### MITSUBISHI CARS:

RALLIART  
SPORT COMPETICION

### OPEL CARS:

OPEL MOTORSPORT

### FORD CARS:

FORD MOTORSPORT  
HISTORIC MOTORSPORT

### FORMULE France CARS:

FFSA (Fédération Française du  
Sport Automobile)

### SEAT CARS:

SEAT SPORT

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